COLECO

100072

Pull-out Reference Guide to Telly Turtle™ Commands

Following is a list of the commands you can use to make Telly draw pictures. These commands are explained in greater detail in the main instruction guide.

Makes Telly turn left (counterclockwise).

Makes Telly turn right (clockwise).

Makes Telly move forward in the direction he is pointing.

Lifts Telly's crayon so he can move without drawing.

Makes Telly carry a colored crayon. He'll draw with this crayon when you tell him to move forward.

Makes Telly carry an eraser so he erases everything in his path when he moves.

Produces a randomly selected musical note.

Produces a sound like a horn.

Clears the screen and sends Telly back to the center of his empty yard.

Brings you back to Level 2 (immediate) commands so you can try out your instructions before putting them in a program.

Brings you back to Level 3 (programming) commands.

This command, on the right side of the command line in Level 3, tells Telly to carry out the program.

Erases a command from the program. Also can be used to erase an entire program if you hold down the side button.

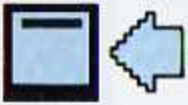
Lets you add a new command anywhere in the program.

This command, on the left side of the command line, lets you use one program in another program.

This command, on the right side of the command line in Level 4, lets you build on or change and carry out programs you've already created.

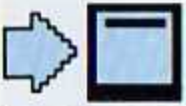
Lets you see Telly's storage bins.

Takes you back to Telly's yard with the programs you've taken out of a bin.



Takes programs out of a bin so you can bring them to Telly's yard.

Erases the programs from one of the bins.



Saves programs in one of the bins.

ADAM™ is a trademark of Coleco (Canada) Limitée.
ColecoVision® is a registered trademark of Coleco (Canada) Limitée.
Telly Turtle™ is a trademark of Carousel Software, Inc. © 1983 Carousel Software, Inc.
Package, Program and Audiovisual © 1984 Coleco (Canada) Limitée. All Rights Reserved.

Printed in Canada